

# Synth

Synth(s) is the slang term I started using to refer to these "synthetic beings" which bear human resemblance in shape, but also act and think like us in every way. They can be men or women but the difference is in their voice and personality not in their bodies; they do not procreate.

To begin with, they *all* have the same base body chassis. First imagine an average, androgynous person shape that is lean but with rounded limbs. This shell is filled with a gel substance the consistency of petroleum jelly, and a deep reddish orange color. Limbs are connected by thick metal bones and gears. The outside layer is a thick skin of [para-aramid](#) fiber (i.e. [Kevlar](#)) that has a textured feel and look but provides flexibility. Brushed metal plating covers all areas besides joints; shiny, but not clear enough to see any reflection in.

Heads are one piece of metal, the same kind as the plates but thicker. Both the way the skull is attached to the neck, and the plates to the unbending parts of the body, is completely smooth with no detectable lines or abrasions: where the metal ends the flexible fiber begins and vice versa. It is as if they were built in one shot, completely self-contained. Two primary motors for all their movement are in the torso at the shoulder and pelvis levels.

There are no "attached" features to the heads, such as ears or noses. Where the ears would be are vents. Similarly styled vents are located about where the bottom of the nose and the mouth would. The orientation and/or design of the vent lines is dependent on the individual synth and gives many of them a permanent adjustment to their emotive power: this one always looks a little sad, that one always looks angry, etc. Remember, however, that the average synth looks benign. As expected, the ear vents serve for hearing and the mouth for speaking. All three (two ears, one mouth) are used for heat exhaust which is fairly intense, similar to a hot laptop. Their heads are filled with padding and circuitry but *none* of the gel that fills their body; it is highly flammable and would trap heat rather than dissipate it.

Two rectangular ports replace where you would find eyes and eye brows. These I call "eyelights" and as the phrase suggests they are lit up when the synth is conscious. The color, like the vents, is coded to a particular individual. The *intensity* and the *shape* changes based on their feeling at any moment, just as our eyes are "windows to the soul". During idle or unexcited moments these lights are a soft, moderate glow. They dim when the synth is tired and grow brighter with focus. As these are used to express emotion, I envision they include some of the functionality of our eyebrows (otherwise how would they display a face akin to our "one raised eyebrow" look?).

Whether or not these are depicted visually, I must also add that they have numerous sensors worked into every part of their bodies enabling them to feel heat, cold, pleasure, and pain. These are especially dense on the inside of their hands and on their faces.

## Further texture notes

"Tattoos" depicting a synth's caste are somewhere on their body, probably their back. A caste is a two part symbol with the major caste symbol enveloping the minor caste type. The three major castes are priest, civilian, and ward. The priest symbol is a *green* flame (probably stylized) and the three minor castes there are minister (preaching their gospel), monk (labourers for the church), and templar (temple guards). Civilian and Ward iconography

is to be determined, but their colors are blue and red respectively.

Criminals are *notched*, probably on their forearms, to indicate how many times they have been jailed. Criminals of serious crimes are branded with a special tattoo.

Some existing references that may help

- Eve's eyes from **WALL-E** are like the synths' eyelights in that all her *visible* mood comes through them.
- The **Iron Man** suit's eyes have a glow similar to what I envision the eyelights to look like.
- Arnold's **Terminator** skeleton limbs are probably close to the insides of a synths, especially in the hands.